



# SUPER HORNET

F / A - 1 8 E

ADVANCED FIGHTER / BOMBER FLIGHT SIMULATION

PILOT'S NOTES



# SETTING UP *SUPER HORNET*

Installing your new sim is a straightforward and one-time operation. During the installation, you will be given various options so that you can control such details as where *Super Hornet* is placed on your hard disk, whether you wish to install support applications, and so on.

## Installing from the CD

Place the *Super Hornet* CD in your CD-ROM or DVD-ROM drive. If your computer is set to auto-run CDs (most are by default) then the Launcher window will appear after several seconds and you can skip to the next paragraph. If your computer does not auto-run the CD, simply double-click your **"My Computer"** icon (or open the **Windows Explorer**), then double-click the icon of the drive that contains the CD, double-click the **"F18"** folder icon and finally double-click the **"Launcher"** icon.

## The *Super Hornet* Launcher

The Launcher allows you to install *Super Hornet* and its accessories if you haven't already done so, or to launch the sim if you have previously installed it. The installation buttons will be unavailable if the Launcher detects that the associated applications exist on your computer.

Press the main **Install** button to launch the Setup application.

Once you have installed *Super Hornet* you can press the **Configure** button to access the Configuration Editor, and press the **Play** button to start the sim. Buttons are also

present that enable you to view the sim's **Readme** file (last-moment updates, changes and technical issues) and to install the Adobe Acrobat Reader, which is used to view the *Super Hornet* Reference Manual.

## Where to place *Super Hornet*

The Setup application will suggest a location on your hard disk into which its files will be copied. You can browse to the location of your choice if you wish.

*Super Hornet* also creates a Program Group of its own on your *Start Menu*; by default it will be placed in the *Programs* area of the *Start Menu*, but you can choose your own Group if you wish. If you have created a Group of your own to contain games (called "Games", for example), then providing you use Windows98 or later you can instruct *Super Hornet* to place its Group within your own. To do this, add the text **"Games\"** (the backslash is vital) *in front* of the *Super Hornet* Group text. Don't try this if you use Windows95, though - it won't work!

After you choose the installation path, *Super Hornet* will begin copying its files to your hard disk. The gauges on the left of the screen show the progress of the installation.

## Configuring *Super Hornet*

After *Super Hornet* has finished copying its files to your hard disk, you should launch *Super Hornet's* own Configuration Editor. A shortcut enabling you to launch the Editor can be found in the *Super Hornet* Program Group. You can also access the Editor by pressing the **Configure** button with the *Super Hornet* Launcher window.

*You must run the Configuration Editor before starting the sim for the first time.*

*Although Super Hornet will create a default configuration for you, it won't decide whether or not to select your control sticks. Use the Configuration Editor to select your control sticks yourself.*

You'll find full details of all the options of the Editor in its own Help area. Just click the **Help** button at the bottom-right corner of the Editor's window to call up Help.

## FIGHTING YOUR WAY THROUGH *SUPER HORNET*!

Success in your missions depends on many skills, but perhaps the most important is the ability to use your weapons effectively.

These notes are intended to give you a brief overview of the various weapons available to you in your missions, and the different aircraft systems (the **avionics**) that form an important part of their operation. In other words, here you'll find out how to turn the enemy aircraft you see flying in front of you, or the enemy base up ahead, into an impressive ball of fire.

The paragraphs below are intended to flow as a sequence of steps that will take you through the selection, set-up and implementation of any given weapon. This is known as an **attack solution**, or **weapon solution**. All you need to do is

begin your mission (making a note of the weapons with which you are supplied and the location of your target[s]) and head towards your target. As you enter enemy territory, pause the simulation (using key [**Ctrl & P**]), decide whether the weapon you wish to use is for air-to-air or air-to-ground combat, then read the relevant section below. When you're ready, un-pause (key [**P**]) and get to it!

Comprehensive instructions on how to use each of your weapons, and the various avionics systems that work with them, can be found in the *Super Hornet* reference manual, which is on the CD and can be viewed using the Acrobat Reader. A shortcut that will launch the manual within its viewer can be found in the Super Hornet Program Group. Remember to install the viewer first.

### Air-to-Air Combat

To fight air battles you need to set up your aircraft to scan the skies for targets and to offer you the right weapons:

#### Set the Master mode

Press [**Page Up**] to toggle *Air-to-Air Master mode*; this is the mode you need before you even think about scrapping with any other aircraft. Check the mode is on by looking for the illuminated [**A/A**] switch on the panel at the far-left of the cockpit. If it's dark, it probably means that you toggled the mode off when pressing the key, so press [**Page Up**] again or click on the switch with your mouse.



## Set up the avionics

The two cockpit DDI's (Digital Display Indicators) offer several display modes that are of use during air combat, primarily the Stores Management System, which shows you the weapon types and quantities that you are carrying, and the radar, which shows you where other aircraft are. Use keys [ **←** ] and [ **→** ] to cycle through the display modes of the left and right DDI screens respectively. Alternatively, click the bottom-middle pushbuttons (labelled "**MENU**") to access the full range of display modes, then click the pushbutton of the mode you want. Diagrams of both the Stores Management System and Radar displays can be found in Chapter 9 of the reference manual (pages 161 and 139, respectively), if you're unsure of what they look like.

## Pick and arm your weapon

You have three air-to-air weapons, which are selected by clicking their names on the Stores Management System display, or by cycling through them with the [ **Return** ] key. If you're using a joystick, button 2 will also cycle the weapons. Make sure the weapons is *armed* (ready to fire) by checking the position of the Master Arm switch, located under the [ **A/A** ] switch at the far-left of the cockpit. It should be set to the "ARM" position.

## Choosing which weapon to use

Each of the air-to-air weapons has its own applications:

### The M61A1 *Vulcan* cannon

Your gun is your most basic weapon. You always have it available, but it is only useful over quite close ranges, and is extremely hard to aim at moving targets. A very small ammunition count coupled with an insanely high rate of fire means that this isn't the easiest weapon to get to grips with!

### *Sidewinder* missiles

Sidewinders are short-range missiles - useful when you are between roughly 1 and 10 miles from a target. They are heat-seekers, capable of homing in on their target automatically, so you can fire and forget about them.

### AMRAAM missiles

AMRAAMS (or "*Slammers*") are medium-range missiles, and can be used from ranges of between roughly 5 and 40 miles from a target. They are radar-guided, and need a little longer to lock onto a target after launch. Once on their way, though, their own radar receiver guides them accurately to their targets so, again, you can fire and forget about these babies.

## Using the radar

Use your radar to *designate* (select) targets prior to *engagement* (firing at them). You did call up the radar in a DDI when we told you to earlier, right?

You have to designate a target so that the F-18's avionics can track its position and supply you with weapon launch information. There are several air radar modes, each of which have their own applications.

Three of the modes allow *manual acquisition*, meaning that you must choose a target yourself. These are **Range**



**While Search (RWS)**, **Velocity Search (VS)** and **Track While Scan (TWS)**. Each mode uses a slightly different scanning method and will produce a slightly different 'picture' of the sky ahead of you. Check out Chapter 9 of the reference manual for the full details, or flick through the manual modes (with the pushbutton at the top of the left column of buttons around the radar DDI) until you see targets that you want to attack.

Targets appear on the radar display either as small solid blocks, or as small 'half-rectangles' shaped like a staple. The blocks are used when there is no other information to display for the target; the half-rectangles appear along with information such as the target's direction of flight, its speed, and so on. Both the block and the half-rectangle are called *target symbols*.

### Manually designate a target

All you have to do is click on the target symbol with your mouse. As soon as you do, a small box will appear on the Head-Up Display (it's called the *target designator* box, or just *TD*) which shows you where the radar is now looking, and therefore where the target is. The radar will switch into a new mode, **Single Target Track (STT)**, in order to give you full details on the target.

There are four other modes that perform automatic acquisition, and choose targets themselves. These are **Wide Acquisition (WACQ)**, **Vertical Acquisition (VACQ)**, **Boresight (BST)** and **Auto Acquisition (AACQ)**. They function by acquiring the first target they detect within a pre-defined scan pattern and selecting STT mode. The pattern used and the volume of air scanned differs according to the mode used. Chapter 9 of the reference manual will give you all the details on this.

## Attacking

Now that a target is designated, it's time to take it down.

### Get in position

If you have selected *Sidewinders* or AMRAAMs, you will have a *steering dot* on the HUD. Maneuver the F-18 so that the steering dot is in the center of the HUD and close in on the target.

If you're using the gun, then the gunsight itself tells you how to steer. You have to try to keep the gunsight centered on the TD box.

### Get in range

Close in on the target. The distance between you is represented by a scale that curves around the inside of the large circle on the HUD. When the scale moves within the minimum and maximum range markers then your target is within weapons range.

If you're using *Sidewinder* missiles, you'll notice one other guidance aid: You'll start to hear a low-pitched continuous tone produced, which will increase in pitch (and seemingly in volume) until it is quite ear-piercing. This is the *Sidewinder* "lock tone", and is the missile's way of telling you how strong a lock it has on the target. The higher the tone, the better.

### Shoot!

When you're in range and lined up you will get a *shoot-cue*. You can't miss this; the word "SHOOT" flashes up above the TD box and means that all the conditions are right for firing. Don't waste time, just pull the trigger (or press **[Space]**) and fire!

If you don't get the shoot cue, it could be because:

- You haven't got a **weapon** selected and armed : see **Pick and arm your weapon**, above.
- You haven't designated a **target** : if using AMRAAMs, the radar should be in STT mode too. See **Using the radar**, above.
- You're not in **position** : if using missiles, the steering dot must be within the large circle on the HUD, if using the gun, the gunsight must be dead-center over the target.
- You're not in **range**: the target range marker must be within the weapon's minimum and maximum firing ranges.

## Air-to-Ground Combat

To carry out strikes against ground targets, you must again set up the aircraft to scan for targets correctly and give you the correct weapons.

### Set the Master mode

Press **[Page Down]** to toggle *Air-to-Ground Master mode*, which you need before you can do any ground attacks. Check the mode is on by looking for the illuminated **[A/G]** switch on the panel at the far-left of the cockpit. If it's dark, then the mode was probably already on, so press **[Page Down]** again or click on the switch with your mouse.

### Set up the avionics

Several DDI modes are of use during ground attack, and you may find yourself swapping between them more frequently during these kinds of missions than during air-to-air combat. However, the radar is still your most useful sensor, and you'll usually want this kept active on the right-hand DDI. Keys **[ ]** and **[ ]**

cycle through the display modes of the left and right DDI screens respectively. Alternatively, click the bottom-middle pushbuttons (labelled **"MENU"**) to access the full range of display modes, then click the pushbutton of the mode you want. The radar looks a little different in the air-to-ground Master mode; there are diagrams in Chapter 10 on the reference manual that will remind you of what the ground radar display looks like.

### Pick and arm your weapon

There is a much wider variety of air-to-ground weapons—thirteen, including the *Vulcan* cannon. Selection is performed in the same way as with air-to-air weapons, either by clicking their codes on the Stores Management System display, cycling through them with the **[Return]** key or by pressing button 2 on a connected joystick. Check that the Master Arm switch is set to the "ARM" position; click it with the mouse if it isn't.

The weapon codes that appear on the SMS display are listed in the paragraph below for your reference.

### Choosing which weapon to use

All of the air-to-ground weapons can be grouped into two categories: ballistic (sometimes called 'dumb') weapons, and guided (or 'smart') weapons. Furthermore, a small number of weapons have special methods of delivery, which we'll look at later.

\* Effective ranges suffixed "[alt.]" indicate that your alti-

Weapon name	Weapon code	Type	Effective range
<i>Vulcan</i> cannon	N/a- ammo	Ballistic	5+ nm (alt.)*
High explosive / anti-armor Rockets	M151/M257	Ballistic	5+ nm
General Purpose free-fall bombs	82/83/84	Ballistic	5+ nm (alt.)
General Purpose retarded bombs	82R/83R	Ballistic	5+ nm (alt.)
General Purpose laser-guided bombs	82LG/83LG/84LG	Laser-guided	10+nm (alt.)
BLU-107 Durandal Bombs	DUR	Ballistic	5+ nm (alt.)
CBU-87B Combined Effects Munition	87B	Ballistic	5+ nm (alt.)
CBU-89B <i>Gator</i> Mine Dispenser	89B	Ballistic	5+ nm (alt.)
CBU-97B Wide-Area Anti-Armor Munition	97B	Ballistic	5+ nm (alt.)
AGM-65E Laser-guided <i>Maverick</i>	LMAV	Laser-guided	1 - 17+nm
AGM-65F Infrared homing <i>Maverick</i>	IMAV	Guided	1 - 17+nm
AGM-84D <i>Harpoon</i>	HP	Guided	10- 60+nm
AGM-84E Stand-off Land Attack Missile	SLAM	Guided	5 - 60+ nm
AGM-88A High-speed Anti-Radiation Missile	HARM	Threat-radar guided	2 - 30+ nm
AGM-154A/B Joint Stand-Off Weapon	JSOW	Guided	1 - 40+ nm (alt.)
GBU-29/30/31/32 Joint Direct Attack Munition	82J/83J/84J	Guided	5+ nm (alt.)

tude at release directly affects the range of the weapon; the higher you fly, the further your weapons will fall.

You will be assigned weapons according to the missions you undertake, and will be told in your mission briefing which weapons to use for each mission target.

The weapons section in Chapter 10 of the reference manual will fill you in on the backgrounds, applications, and specifications of each weapon, as well as provide the specifics on their use, of course. Later in these notes, we'll provide an overview of how to attack a target with a ballistic and a guided weapon.



## Using the radar

In most ground attack situations you will designate targets picked up by the radar, just as you do during air-to-air combat. In Air-to-Ground Master mode, the radar always looks down to scan the ground ahead of you.

The ground radar, as it works in *Super Hornet*, has three modes of operation that you cycle through using the top-left pushbutton of the radar DDI (marked either "MAP", "GMT" or "SEA", depending on the current mode). All of them are *manual acquisition* modes, so you need to designate targets yourself. The modes are:

### Real-Beam Ground Map (MAP)

This mode can produce a radar map of the terrain ahead of your aircraft. Use it to detect *fixed targets*, such as buildings and stationary vehicles.

### Ground Moving Target (GMT)

This mode only shows targets; use it to find moving ground targets.

### Sea Surface Search (SEA)

This mode also only shows targets; in fact it will only show targets on the surface of water.

Chapter 10 of the reference manual has full details of the modes, explaining how they work and why you need to use different modes to track different types of targets.

Targets appear on all the ground radar displays as small solid blocks. *Pre-briefed targets* (those that you were informed of in your mission briefing) will appear on the displays in red.

## Manually designate a target on the radar

To designate a target, click on it the target block with your mouse. Because you're in Air-to-Ground Master mode, a small diamond will appear on the Head-Up Display (this is the *target designator* diamond, or *TD*, which showed up as a box in Air-to-Air Master mode). Again, the TD shows you where the radar is looking, and therefore where the designated target is located.

The target block on the radar display will change to the 'half-rectangle' symbol to indicate that it has been designated. If the radar's "**TRACK**" mode is enabled (using the rightmost of the top row of pushbuttons around the radar display) then the radar will forget its other targets and concentrate on the designated target exclusively.

If the radar hasn't designated the target you wanted, just click again, or tap [Ctrl & D] to cycle through pre-briefed (red) targets.

## Delivering ballistic ('dumb') weapons

You can deliver most of these kinds of weapons in one of two ways: you can let the F-18's computer determine the best time to release the weapon, or you can make the decision yourself. If you want to attack any point other than a specifically designated target then you must handle the weapon release manually.

### Select the ballistic delivery mode

Call up the SMS display on a DDI screen. When you select any ballistic weapon other than rockets or the gun you will see two choices, "**CCIP**" and "**AUTO**" listed on the left hand side of the display (rockets and cannon always operate in CCIP mode). Using the associated pushbuttons, choose "**AUTO**" to have the F-18 determine the release time, or "**CCIP**" to decide for yourself.

### Deliver in AUTO mode

When set to this mode, you will see a long vertical line and a countdown timer, among other symbols, appear on the HUD. Fly the F-18 so that the vertical line crosses the TD diamond, and as the countdown approaches zero, hold down the weapon release trigger (or hold down **[Space]**). When in position, your weapons will be released.

### Or deliver in CCIP mode

When using any ballistic weapon other than rockets or the gun you will see a line extending down from the velocity vector symbols with a small cross at its end. The cross shows you the point on the ground where your weapons will hit the ground if you released them at that moment. All you have to do is fly the F-18 so that the cross touches the point on the ground that you want to attack, and press the weapon release trigger (or press **[Space]**) to release.

When using rockets or the gun you will see a circular sight which indicates where your projectiles will head. Fly so that your target appears at the center of the circle and press the trigger (or press **[Space]**) to fire.

Ballistic weapons are very flexible and you can set up the parameters of their delivery to suit your needs. Scan through Chapter 10 of the reference manual, particularly the sections on the Stores Management System and 'Weapon Packages' to learn about doing this.

### Delivering guided ('smart') weapons

These really are true 'point and shoot' weapons. You don't need to worry too much about line-up or about timing the weapon release.

### Get in position

No problem here, just check that the TD diamond is displayed in full on the Head-Up Display. Actually, you don't need to line yourself even that much. As long as the radar can still see the target, the chances are good that your weapon can fly to it. Of course, weapons have a better chance of maneuvering to their target when it lies straight ahead of them, especially at close range.

### Get in range

The range to your target is displayed on the right of the HUD. You do not receive any release prompts when using guided weapons in Air-to-Ground Master mode, so you take a few moments to scan through the weapons information contained in Chapter 10 of the reference manual and look up the effective ranges of each weapon. You can find most of what you want in the Chapter Reference section.

Some tips on weapon range:

- In general, guided weapons cannot effectively reach a target if released within a mile or so of it.
- Most guided weapons are effective up to ranges of about 10 or 20 miles. Stand-off weapons generally function well from ranges of about 20 to 50 miles.
- The furthest ranges are achieved by releasing the weapons at high altitude.

### Release!

When you judge that the time is right, press the weapon release trigger (or press key **[Space]**) to release a weapon.

## Laser-guided weapon delivery

When using laser-guided weapons such as the AGM-65E *Maverick* and laser-guided General Purpose bombs, you need to use another of the F-18's sensors.

The Forward-Looking InfraRed (FLIR) unit is primarily used for navigation and ground target identification, but it also incorporates a laser illuminator that, when used in conjunction with the Laser Detector/Tracker (LDT), provides laser-guidance to weapons such as those named above.

You can illuminate a target manually or have it done automatically. The automatic method is completely transparent to you: when you designate a target with the radar the FLIR is commanded to point in the same direction as the radar and therefore illuminates the target automatically.

However, if you intend to attack a location that does not provide targets for the radar to track then you must work manually:

### Activate the FLIR and LDT

The FLIR must be turned on before it can be accessed, and the LDT must be turned on before it can pass on target coordinates to your weapons. There are switches at the bottom-right corner of the cockpit for both systems; turn them both on.

### Select the FLIR

Select the FLIR in one of your DDI displays. Press the "MENU" pushbutton, then press the "FLIR" pushbutton. The FLIR can also be selected on the Up-Front Control Display at the top-center of the cockpit but it cannot be manipulated there, so stick with the DDI display for now.

## Locate a target

Move the steerable head of the FLIR with the Throttle Designator Controller (TDC). We simulate the TDC in *Super Hornet* with the mouse and also with a set of keys, which can be assigned to a HOTAS system if desired. Hold down the secondary action button (right mousebutton or key [Delete]) and move the TDC (keys [I], [K], [O] and [P], assigned joystick switch, or by moving the mouse) until you find a target. You can alter the viewing angle and zoom in and out using keys [<] and [>], or by clicking the pushbuttons along the top of the FLIR display.

## Illuminate a target

Once a target is in the FLIR's sights, press the TDC primary action button (left mousebutton or key [Insert]). The FLIR will now track the coordinates, and the LDT will relay them to your laser-guided weapons.

## Deliver!

With the target point illuminated, you can now deliver your weapons using the methods described above.

## HARM weapon delivery

The final 'special-case' weapon that we need to consider is the AGM-88A High-speed Anti-Radiation Missile, known informally as the HARM.

The HARM responds to targets detected by your aircraft's threat-warning system, and there are two ways to use these missiles:

### Automatic release

The default operating mode for the HARM, known as **Self-Protect** mode, responds to threats automatically. When it detects a critical threat, it will display the



prompt "**HARM**" on your head-up display. It will also automatically pull the weapons system back to armed HARMs; all you need to do upon seeing the prompt is to pull the trigger (or press [**Space**]) to launch a missile at the threat.

### Manual release

The second method of operation for the HARM is known as **Target Of Opportunity**, or **TOO**, mode. To use this mode you need to use the HARM's own display, which appears in the DDI screen when a HARM weapon is selected for use. The display can also be called up from the **avionics main menu**, by pressing the pushbutton labelled "**HARM**". Full details of this selection method are in the reference manual.

With the HARM display visible, simply click on a target symbol to hand that target off to the selected missile. You can then fire at will. Explanations of how the HARM system operates, and of the differences between the target symbols shown on the HARM display, are given in Chapter 10 of the reference manual, and also in the section detailing the Threat Warning System, in Chapter 7.

# Weapon usage checklists

## Air-to-Air weapons

<b>Vulcan cannon</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Set Air-to-Air Master mode</li> <li><input type="checkbox"/> Set up the avionics</li> <li><input type="checkbox"/> Pick and arm the cannon</li> <li><input type="checkbox"/> Designate a target</li> <li><input type="checkbox"/> Get in position</li> <li><input type="checkbox"/> Get in range</li> <li><input type="checkbox"/> Shoot!</li> </ul>	<b>Sidewinder missiles</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Set Air-to-Air Master mode</li> <li><input type="checkbox"/> Set up the avionics</li> <li><input type="checkbox"/> Pick and arm <i>Sidewinders</i></li> <li><input type="checkbox"/> Designate a target</li> <li><input type="checkbox"/> Get in position</li> <li><input type="checkbox"/> Get in range</li> <li><input type="checkbox"/> Shoot!</li> </ul>	<b>AMRAAM missiles</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Set Air-to-Air Master mode</li> <li><input type="checkbox"/> Set up the avionics</li> <li><input type="checkbox"/> Pick and arm AMRAAMs</li> <li><input type="checkbox"/> Designate a target</li> <li><input type="checkbox"/> Get in position</li> <li><input type="checkbox"/> Get in range</li> <li><input type="checkbox"/> Shoot!</li> </ul>
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## Air-to-Ground weapons

<b>Vulcan cannon</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Set Air-to-Ground Master mode</li> <li><input type="checkbox"/> Set up the avionics</li> <li><input type="checkbox"/> Pick and arm the cannon</li> <li><input type="checkbox"/> Select mode for ground radar</li> <li><input type="checkbox"/> Designate a target</li> <li><input type="checkbox"/> Fly course to target</li> <li><input type="checkbox"/> Shoot!</li> </ul>	<b>HE / Anti-Armour Rockets</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Set Air-to-Ground Master mode</li> <li><input type="checkbox"/> Fly course to target</li> <li><input type="checkbox"/> Set up the avionics</li> <li><input type="checkbox"/> Pick and arm rockets</li> <li><input type="checkbox"/> Select mode for ground radar</li> <li><input type="checkbox"/> Designate a target</li> <li><input type="checkbox"/> Fly course to target</li> <li><input type="checkbox"/> Shoot!</li> </ul>	<b>GP free-fall/retarded bombs</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Set Air-to-Ground Master mode</li> <li><input type="checkbox"/> Set up the avionics</li> <li><input type="checkbox"/> Pick and arm bombs</li> <li><input type="checkbox"/> Select mode for ground radar</li> <li><input type="checkbox"/> Designate a target</li> <li><input type="checkbox"/> Choose CCIP or AUTO</li> <li><input type="checkbox"/> Fly course to target</li> <li><input type="checkbox"/> Release!</li> </ul>
<b>GP laser-guided bombs</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Set Air-to-Ground Master mode</li> <li><input type="checkbox"/> Set up the avionics</li> <li><input type="checkbox"/> Pick and arm bombs</li> <li><input type="checkbox"/> Select mode for ground radar</li> </ul> <p>...OR...</p> <p>Locate target area via FLIR</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Designate a target</li> <li><input type="checkbox"/> Choose CCIP or AUTO</li> <li><input type="checkbox"/> Fly course to target</li> <li><input type="checkbox"/> Release!</li> </ul>	<b>BLU-107 Durandal Bombs</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Set Air-to-Ground Master mode</li> <li><input type="checkbox"/> Set up the avionics</li> <li><input type="checkbox"/> Pick and arm Durandal</li> <li><input type="checkbox"/> Select mode for ground radar</li> <li><input type="checkbox"/> Designate a target</li> <li><input type="checkbox"/> Choose CCIP or AUTO</li> <li><input type="checkbox"/> Fly course to target</li> <li><input type="checkbox"/> Release!</li> </ul>	<b>CBU-87B Combined Effects Munitions</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Set Air-to-Ground Mastermode</li> <li><input type="checkbox"/> Set up the avionics</li> <li><input type="checkbox"/> Pick and arm CBU-87B CEM</li> <li><input type="checkbox"/> Select mode for ground radar</li> <li><input type="checkbox"/> Designate a target</li> <li><input type="checkbox"/> Choose CCIP or AUTO</li> <li><input type="checkbox"/> Release!</li> </ul>

<b>CBU-89B <i>Gator</i> Mine Dispenser</b> <input type="checkbox"/> Set Air-to-Ground Master mode <input type="checkbox"/> Set up the avionics <input type="checkbox"/> Pick and arm CBU-89B <i>Gator</i> <input type="checkbox"/> Select mode for ground radar <input type="checkbox"/> Designate a target <input type="checkbox"/> Choose CCIP or AUTO <input type="checkbox"/> Fly course to target <input type="checkbox"/> Release!	<b>CBU-97B Wide-Area Anti-Armour Munition</b> <input type="checkbox"/> Set Air-to-Ground Master mode <input type="checkbox"/> Set up the avionics <input type="checkbox"/> Pick and arm CBU-97B <input type="checkbox"/> Select mode for ground radar <input type="checkbox"/> Designate a target <input type="checkbox"/> Choose CCIP or AUTO <input type="checkbox"/> Fly course to target <input type="checkbox"/> Release!	<b>AGM-65E Laser-guided <i>Maverick</i></b> <input type="checkbox"/> Set Air-to-Ground Master mode <input type="checkbox"/> Set up the avionics <input type="checkbox"/> Pick and arm 65E <i>Maverick</i> <input type="checkbox"/> Select mode for ground radar ...or... Locate target area via FLIR <input type="checkbox"/> Designate a target <input type="checkbox"/> Get in range <input type="checkbox"/> Release!
<b>AGM-65F Infrared <i>Maverick</i></b> <input type="checkbox"/> Set Air-to-Ground Master mode <input type="checkbox"/> Set up the avionics <input type="checkbox"/> Pick and arm 65F <i>Maverick</i> <input type="checkbox"/> Select mode for ground radar <input type="checkbox"/> Designate a target <input type="checkbox"/> Get in range <input type="checkbox"/> Release!	<b>AGM-84D <i>Harpoon</i></b> <input type="checkbox"/> Set Air-to-Ground Master mode <input type="checkbox"/> Set up the avionics <input type="checkbox"/> Pick and arm <i>Harpoon</i> <input type="checkbox"/> Select SEA radar mode <input type="checkbox"/> Designate a target <input type="checkbox"/> Get in range <input type="checkbox"/> Release!	<b>AGM-84E Stand-off Land Attack Missile</b> <input type="checkbox"/> Set Air-to-Ground Master mode <input type="checkbox"/> Set up the avionics <input type="checkbox"/> Pick and arm SLAM <input type="checkbox"/> Select mode for ground radar <input type="checkbox"/> Designate a target <input type="checkbox"/> Get in range <input type="checkbox"/> Release!
<b>AGM-88A High-speed Anti-Radiation Missile</b> <input type="checkbox"/> Set Air-to-Ground Master mode <input type="checkbox"/> Set up the avionics <input type="checkbox"/> Pick and arm HARM <input type="checkbox"/> Designate a threat <input type="checkbox"/> Release!	<b>AGM-154A/B Joint Stand-Off Weapon</b> <input type="checkbox"/> Set Air-to-Ground Master mode <input type="checkbox"/> Set up the avionics <input type="checkbox"/> Pick and arm JSOW <input type="checkbox"/> Select mode for ground radar <input type="checkbox"/> Designate a target <input type="checkbox"/> Get in range <input type="checkbox"/> Release!	<b>GBU-29/30/31/32 Joint Direct Attack Munition</b> <input type="checkbox"/> Set Air-to-Ground Master mode <input type="checkbox"/> Set up the avionics <input type="checkbox"/> Pick and arm JDAM <input type="checkbox"/> Select mode for ground radar <input type="checkbox"/> Designate a target <input type="checkbox"/> Get in range <input type="checkbox"/> Release!



## Common Procedure Checklist

### Airfield Take Off Procedure

<input type="checkbox"/> Check Radar Off	Radar Switch; Lower Right Panel	Optional
<input type="checkbox"/> Check EMCON Off (Emission Control)	Emcon Switch; Right Instrument Panel	Default
<input type="checkbox"/> Check IFF Off	UFCD Key	Optional
<input type="checkbox"/> Check Electronic Warfare (EW) Off	UFCD Key	Default
<input type="checkbox"/> Set Up DDIs (Suggestion: Right-Engine, Left-Check List)	DDIs	Optional
<input type="checkbox"/> Check NAV (navigation) mode	A/A and A/G off, Left Instrument Panel or (End)	Default
<input type="checkbox"/> Set up communications	UFCD and Panel	Default
<input type="checkbox"/> Set up Autopilot Mode	UFCD	Optional
<input type="checkbox"/> Set up HUD color	Central Panel	Optional
<input type="checkbox"/> Check Throttle at 0	Throttle	Mandatory
<input type="checkbox"/> Start up APU	Left Bottom Instrument Panel or (Ctrl+T)	Mandatory
<input type="checkbox"/> Start up Right Engine	Left Bottom Instrument Panel or (U)	Mandatory
<input type="checkbox"/> Start up Left Engine	Left Bottom Instrument Panel or (Y)	Mandatory
<input type="checkbox"/> Set Up Flaps to Half	Lower Left Panel or (Shift+F or Ctrl+F)	Mandatory
<input type="checkbox"/> Check up Check List	Left DDI	Optional
<input type="checkbox"/> Check Wheel brakes Off	Left Light Panel; Keyboard (W)	Mandatory

If everything is green on the check list, increase Throttle to Maximum

When plane pitches up and takes off, let it fly

<input type="checkbox"/> Once airborne, bring Gears up (before 250 Knots)	Red Switch; Lower Left Panel or (G)	Mandatory
<input type="checkbox"/> Bring Flaps to Auto (before 250 Knots)	Switch; Lower Left Panel or (Shift+F or Ctrl+F)	Mandatory

**Carrier Take Off Procedure**

<input type="checkbox"/> Check Radar Off	Radar Switch; Lower Right Panel	Optional
<input type="checkbox"/> Check EMCON Off (Emission Control)	Emcon Switch; Right Instrument Panel	Optional
<input type="checkbox"/> Check IFF Off	UFCD Key	Optional
<input type="checkbox"/> Check Electronic Warfare (EW) Off	UFCD Key	Default
<input type="checkbox"/> Set up DDIs (Suggestion: Right: Engine, Left: Check List)	DDIs	Optional
<input type="checkbox"/> Check NAV mode	A/A and A/G off, Left Instrument Panel or (End)	Default
<input type="checkbox"/> Set up Communications	UFCD and Panel	Default
<input type="checkbox"/> Set up Autopilot Mode	UFCD	Optional
<input type="checkbox"/> Set up HUD color	Central Panel	Optional
<input type="checkbox"/> Check Throttle at 0	Control	Mandatory
<input type="checkbox"/> Start up APU	Left Bottom Instrument Panel or (Ctrl+T)	Mandatory
<input type="checkbox"/> Start up Right Engine	Left Bottom Instrument Panel or (U)	Mandatory
<input type="checkbox"/> Start up Left Engine	Left Bottom Instrument Panel or (Y)	Mandatory
<input type="checkbox"/> Set Up Flaps to Half	Lower Left Panel or (Shift+F or Ctrl+F)	Mandatory
<input type="checkbox"/> Check up Check List	Left DDI	Optional
If everything is green on the check list, wait for instructions to taxi, then taxi		
As instructed, stop on the catapult		
<input type="checkbox"/> Extend Launch Bar	Lower Left Panel or (Shift+C)	Mandatory
<input type="checkbox"/> Check Wheel brakes off	Left Light Panel; Keyboard (W)	Mandatory
<input type="checkbox"/> When instructed "Cut In burners", put Throttle to Max power		Mandatory
<input type="checkbox"/> When ready, trigger the launch	Keyboard (Shift C)	Mandatory
<input type="checkbox"/> When plane is shot and clears the deck, let it fly		
<input type="checkbox"/> Once airborne, bring Gears up (before 250 Knots)	Red Switch; Lower Left Panel or (G)	Mandatory
<input type="checkbox"/> Bring Flaps to Auto (before 250 Knots)	Switch; Lower Left Panel or (Shift+F or Ctrl+F)	Mandatory

**Fence In Procedure (dependent on mission)**

<input type="checkbox"/> Set up DDIs (suggestion; Right: Radar; Left: SMS)	DDIs	Optional
<input type="checkbox"/> Set up master mode (A/A or A/G)	A/A, A/G Buttons, Left Instrument Panel	Optional
<input type="checkbox"/> Check IFF status, change if needed (caution emission)	UFCD	Optional
<input type="checkbox"/> Check Electronic Warfare Status (EW) in auto or as needed	UFCD	Default
<input type="checkbox"/> Check EMCON status, set as needed	Emcon Switch; Right Instrument Panel	Optional
<input type="checkbox"/> Set up radar parameters	DDI	Optional
<input type="checkbox"/> Turn on Radar (caution emissions increase detection)	Lower Right Panel	Optional
<input type="checkbox"/> Set up communications as needed	UFCD and panel	Optional
<input type="checkbox"/> Arm weapons	Left Instrument Panel or (Backspace)	Optional
<input type="checkbox"/> Select Weapon	SMS DDI	Optional

**Weapon Set Procedure (suggestion)**

<input type="checkbox"/> Set Master Mode Appropriately	A/A, A/G Buttons, Left Instrument Panel	Mandatory
<input type="checkbox"/> Turn Radar on if Applicable	Lower Right Panel	Optional
<input type="checkbox"/> Turn Master Arm on	Left Instrument Panel or (Backspace)	Mandatory
<input type="checkbox"/> Select Weapon	SMS DDI, keyboard or joystick	Mandatory
<input type="checkbox"/> Set Radar Modes and parameters	Radar DDI	Optional

**Engage Procedure (suggestion)**

<input type="checkbox"/> Disengage Autopilot (if applicable)	UFCD or (A)	Optional
<input type="checkbox"/> Turn Radar On if needed	Lower Right Panel	Optional
<input type="checkbox"/> Turn EMCON Off	Emcon Switch; Right Instrument Panel	Optional
<input type="checkbox"/> Select Weapon if appropriate	SMS DDI, keyboard or joystick	Mandatory
<input type="checkbox"/> Select target for Tracking on radar	Radar DDI	Optional
<input type="checkbox"/> Switch IFF on and identify	UFCD; Radar DDI for ID	Optional

**Fence Out Procedure**

<input type="checkbox"/> Set up DDIs as needed	DDIs	Optional
<input type="checkbox"/> Set up navigation mode (NAV)	A/A, A/G Buttons off, Left Instrument Panel or (End)	Optional
<input type="checkbox"/> Check IFF status, change if needed (caution emission)	UFCD	Optional
<input type="checkbox"/> Turn Electronic Warfare (EW) off (when threats are absent)	UFCD	Optional
<input type="checkbox"/> Check EMCON status, set as needed	Emcon Switch; Right Instrument Panel	Optional
<input type="checkbox"/> Set up communications as needed	UFCD and panel	Optional
<input type="checkbox"/> Put weapons in safe mode (when threats are absent)	Left Instrument Panel or (Backspace)	Optional
<input type="checkbox"/> Check navigation parameters	MPCD	Optional

**Airfield Landing Procedure**

<input type="checkbox"/> Put weapons in Safe mode (when threats are absent)	Left Instrument Panel or (Backspace)	Mandatory
<input type="checkbox"/> Set up DDIs as needed	DDIs	Optional
<input type="checkbox"/> Set up navigation mode (NAV)	A/A, A/G Buttons off, Left Instrument Panel or (End)	Optional
<input type="checkbox"/> Turn Electronic Warfare (EW) off	UFCD	Mandatory
<input type="checkbox"/> Set up communications as needed	UFCD and panel	Optional
<input type="checkbox"/> Ask for Landing Permission; If granted, proceed!	Keyboard (L)	Mandatory
<input type="checkbox"/> When below 250 Knots, lower Hook	Lower Right Panel or (H)	Mandatory
<input type="checkbox"/> Extend Full Flaps	Lower Left Panel or (Shift+F or Ctrl+F)	Mandatory
<input type="checkbox"/> Lower Gears	Lower Left Panel or (G)	Mandatory
<input type="checkbox"/> Check for "Three Greens" (landing gears lights)	Bottom Left Instrument Panel	Mandatory
<input type="checkbox"/> Turn on ILS	UFCD or MPCD	Optional

Control the plane and Throttle to align the ILS indicators, be at the correct AOA, and most important, keep the Velocity Vector Indicator on the landing strip as much as possible. Correct throttle setting should be around 71%.

<input type="checkbox"/> Just before touchdown, flare the plane (raise its nose a bit)	Joystick	Optional
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<input type="checkbox"/> Reduce Throttle to Minimum	Throttle	Mandatory
<input type="checkbox"/> Activate Speed brakes	Controller or Keyboard (S)	Mandatory
<input type="checkbox"/> Push the stick forward	Joystick	Optional
<input type="checkbox"/> Activate Wheel brakes	Controller or Keyboard (W)	Mandatory

## Carrier Landing Procedure

<input type="checkbox"/> Put weapons in Safe mode (when threats are absent)	Left Instrument Panel or (Backspace)	Mandatory
<input type="checkbox"/> Set up DDIs as needed	DDIs	Optional
<input type="checkbox"/> Set up Navigation mode (NAV)	A/A, A/G Buttons off, Left Instrument Panel or (End)	Optional
<input type="checkbox"/> Turn Electronic Warfare (EW) off	UFCD	Mandatory
<input type="checkbox"/> Set up communications as needed	UFCD and Panel	Optional
<input type="checkbox"/> Check for Maximum Weight (below 42,900 lbs)	Check List DDI	Mandatory
<input type="checkbox"/> If weight is too high, Jettison	Lower Left Panel or (Shift+J)	Mandatory
<input type="checkbox"/> Ask for Landing Permission; If granted, proceed!	Keyboard (L)	Mandatory
<input type="checkbox"/> When below 250 Knots, lower Hook	Lower Right Panel or (H)	Mandatory
<input type="checkbox"/> Extend Full Flaps	Lower Left Panel or (Shift+F or Ctrl+F)	Mandatory
<input type="checkbox"/> Lower Gears	Lower Left Panel or (G)	Mandatory
<input type="checkbox"/> Check for "Three Greens" (landing gears lights)	Bottom Left Instrument Panel	Mandatory
<input type="checkbox"/> Check for hook light	Upper Left Light Panel	Mandatory
<input type="checkbox"/> Turn on ILS	UFCD or MPCD	Optional

Control the plane and throttle to align the ILS indicators, be at the correct AOA, and most important, keep the Velocity Vector Indicator on the carrier as much as possible. Correct throttle setting should be around 71%.

<input type="checkbox"/> When instructed or in close proximity, "Call the Ball"	Keyboard (L)	Mandatory
Aim for the third wire		
<input type="checkbox"/> On touch down, Throttle at Maximum	Throttle	Mandatory
<input type="checkbox"/> If the wire caught, reduce Throttle to Minimum	Throttle	Mandatory

If "Bolter" (wire does not catch):

- ☐ Keep Full Throttle
- ☐ Raise Hook
- ☐ Raise landing Gear as soon as airborne
- ☐ Set Flaps to Auto

Circle and make a new attempt

- ☐ If "Waved Off" (landing not permitted or aborted):
- ☐ If in final phase, slam the Throttle to Maximum
- ☐ Raise Hook if down
- ☐ Raise landing Gear if down
- ☐ Set Flaps to Auto if otherwise
- ☐ Adjust Throttle

Circle until authorized to land

Throttle	Mandatory
Lower Right Panel or (H)	Mandatory
Lower Left Panel or (G)	Mandatory
Lower Left Panel or (Shift+F or Ctrl+F)	Mandatory

Throttle	Mandatory
Lower Right Panel or (H)	Mandatory
Lower Left Panel or (G)	Mandatory
Lower Left Panel or (Shift+F or Ctrl+F)	Mandatory
Throttle	



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Printed in the USA



MN-C98-1084-2